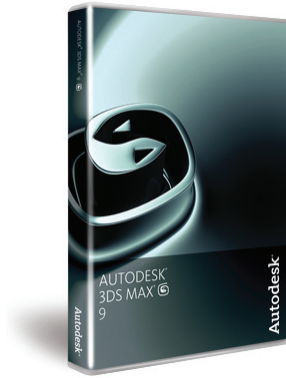


3D Studio Max 2008 – Introduction (3 Day) \$795



Course Summary

An intensive introduction to the incredible depth and potential of 3D Studio Max 2008. You'll learn how to navigate your way within this powerful software interface, how to get productive with it in very short notice and pointed in the right direction that will enable you to continue exploring more of the program's advanced tools and capabilities. At the end of the three days, you'll be able to comfortably navigate within Max and be professionally producing models and animations that will be sure to impress your employers and clients.

Prerequisites

Since this is a basic introduction to Max, no prior experience with the program is necessary. However it is important that the student be familiar with Windows and be able to navigate within the Windows User Interface. While we will make every reasonable effort to help, students with insufficient skills may be required to observe the class lessons or do their best to keep up without slowing down the rest of the class.

What You Will Learn

- The basic Max 4 User interface
- How to customize the Max 4 interface to best suit your preferences
- The use of and customization of the new Quad menus
- The use of geometric primitives
- Using geometric primitives as starting points for more complicated models
- Spline Modeling
- Polygonal Modeling
- Box modeling
- Meshsmooth
- Introduction to NURBS Modeling
- Introduction to Patch Modeling
- Introduction to the Material Editor
- Working with Materials
- Creating Materials
- Maps and their multiple variations
- and more.....

Dates/Times

January 29,30 & February 1. Breaks are scheduled throughout the day and lunch is typically scheduled 12-1PM. Students provide their own lunch.